DINDRENZI

Statistics for the Taskforce fast Play Rules

DINDRENZI FEDERATION
CONQUEROR/NAUSICAA CLASS

TIER 1
BATTLESHIP
SQUADRON SIZE 1

POINTS COST **215**

M"	DR	HP	CP	PD	SH
8	10	10	7	6	-

WEAPON	MAR	PB	EF	LR
RAIL GUN (F)	HIGH ENERGY KINETIC	12	17	9
GUNNERY (P/S)	-	6	7	-
TORPEDOES (F)	-	7	7	7

MARS

★ Minefield, Secured Bulkheads

DINDRENZI FEDERATION
FALCHION/CLAYMORE CLASS

TIER 1
CARRIER
SQUADRON SIZE 1

POINTS COST **160**

M"	DR	HP	CP	PD	SH
6	8	8	6	5	-

WEAPON	MAR	PB	EF	LR
GUNNERY (P+S)	-	6	8	-
RAIL GUN (F)	KINETIC	5	7	4
TORPEDOES (F)	-	6	6	6
BOMBERS (X2)	-	7	7	-
INTERCEPTORS (X2)	-	6	6	-

MARS

★ Requisition (Cruiser)

DINDRENZI FEDERATION
RETRIBUTION CLASS

TIER 1
DREADNOUGHT
SQUADRON SIZE 1

POINTS COST **315**

M"	DR	HP	CP	PD	SH
7	11	12	6	7	-

WEAPON	MAR	PB	EF	LR
GUNNERY (P+S)	SCATTER	8	9	-
RAIL GUN (F)	HIGH ENERGY KINETIC	11	13	7
RAIL GUN (F)	HIGH ENERGY KINETIC	11	13	7
TORPEDOES (F)	-	11	11	11

MARS

★ Elite Crew, Minefield, Strategic Asset (+3)

DINDRENZI FEDERATION
BASTION CLASS

TIER 1
BATTLESTATION
SQUADRON SIZE 1

POINTS COST **200**

M"	DR	HP	CP	PD	SH
0	10	9	7	7	0

WEAPON	MAR	PB	EF	LR
GUNNERY (P+S)	SCATTER	7	8	-
RAIL GUN (F+A)	KINETIC	7	12	6
TORPEDOES (F+A)	-	9	9	9
INTERCEPTORS (X2)	-	5	5	-

MARS

★ Emplacement: This Model may be deployed 6" beyond the normal deployment zone.

DINDRENZI FEDERATION
CATAPHRACT CLASS

TIER 1
BATTLECRUISER
SQUADRON SIZE 1-2

POINTS COST **140**

M"	DR	HP	CP	PD	SH
8	9	7	4	4	-

WEAPON	MAR	PB	EF	LR
RAIL GUN BATTERY (F)	KINETIC HIGH ENERGY	9	12	4
GUNNERY (P+S)	-	4	6	-

MARS

★ Secured Bulkheads, Minefield

DINDRENZI FEDERATION
PRAETORIAN CLASS

TIER 1
BATTLESHIP
SQUADRON SIZE 1

POINTS COST **210**

M"	DR	HP	CP	PD	SH
6	10	10	8	6	-

WEAPON	MAR	PB	EF	LR
GUNNERY (P+S)	-	7	8	-
RAIL GUN (F)	HIGH ENERGY KINETIC	10	13	7
TORPEDOES (F)	-	9	9	9
INTERCEPTORS (X1)	-	3	3	-

MARS

★ Elite Crew

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DINDRENZI FEDERATION
FURY/SECUTOR CLASS

TIER 2
CRUISER
SQUADRON SIZE 2-3

POINTS COST **70**

M"	DR	HP	CP	PD	SH
9	7	4	3	3	-

WEAPON	MAR	PB	EF	LR
RAIL GUN (F)	KINETIC	4	7	4
GUNNERY (P/S)	-	3	4	-
TORPEDOES (F)	-	4	4	4

MARS

★ Minefield,
Secured Bulkheads

DINDRENZI FEDERATION
TRIDENT CLASS

TIER 2
DESTROYER
SQUADRON SIZE 2-3

POINTS COST **80**

M"	DR	HP	CP	PD	SH
7	7	4	2	4	-

WEAPON	MAR	PB	EF	LR
GUNNERY (P+S)	-	4	-	-
RAIL GUN (F)	KINETIC HIGH ENERGY	5	6	7

MARS

★ Behemoth 2 (Long Range Attacks Only)
Manoeuvrable

DINDRENZI FEDERATION
HAMMER CLASS

TIER 2
FRIGATE
SQUADRON SIZE 2-3

POINTS COST **35**

M"	DR	HP	CP	PD	SH
11	5	2	2	2	-

WEAPON	MAR	PB	EF	LR
GUNNERY (F)	-	3	5	-
TORPEDOES (P+S)	-	4	4	4

MARS

★ Difficult Target

DINDRENZI FEDERATION
MURMILLO/VICTORY CLASS

TIER 2
HEAVY CRUISER
SQUADRON SIZE 2-3

POINTS COST **95**

M"	DR	HP	CP	PD	SH
7	7	6	4	4	-

WEAPON	MAR	PB	EF	LR
RAIL GUN (F)	KINETIC	5	9	4
GUNNERY (P/S)	-	4	7	-
TORPEDOS (F)	-	5	5	5

MARS

★ Minefield,
Secured Bulkheads

DINDRENZI FEDERATION
VELITES CLASS

TIER 2
CRUISER
SQUADRON SIZE 2-3

POINTS COST **65**

M"	DR	HP	CP	PD	SH
9	7	4	4	3	-

WEAPON	MAR	PB	EF	LR
RAIL GUN (F)	HIGH ENERGY KINETIC	3	7	3
GUNNERY (P+S)	-	4	3	-
TORPEDOES (F)	-	5	5	-

MARS

★ Minefield

DINDRENZI FEDERATION
SPATHA/GLADIUS CLASS

TIER 2
GUNSHIP
SQUADRON SIZE 1-3

POINTS COST **90**

M"	DR	HP	CP	PD	SH
7	7	6	4	4	-

WEAPON	MAR	PB	EF	LR
RAIL GUN (F)	KINETIC	3	6	3
GUNNERY (P+S)	-	4	7	3
TORPEDOES (F)	-	5	5	5

MARS

★ Secured Bulkheads

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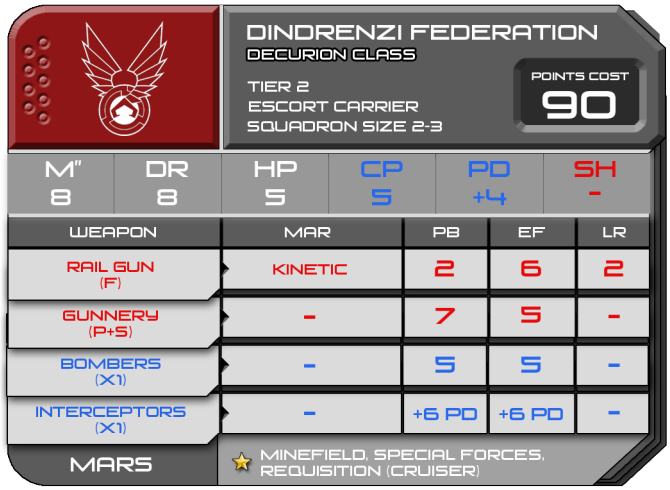

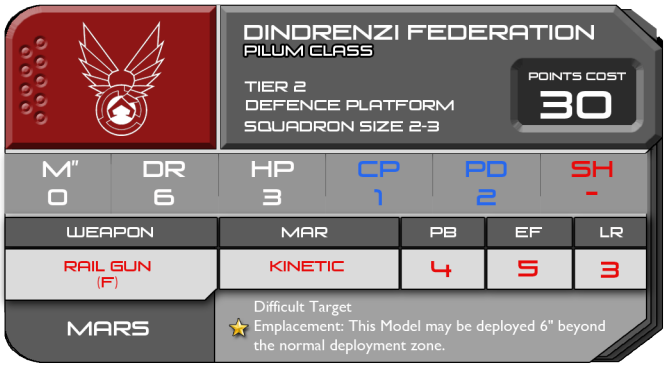

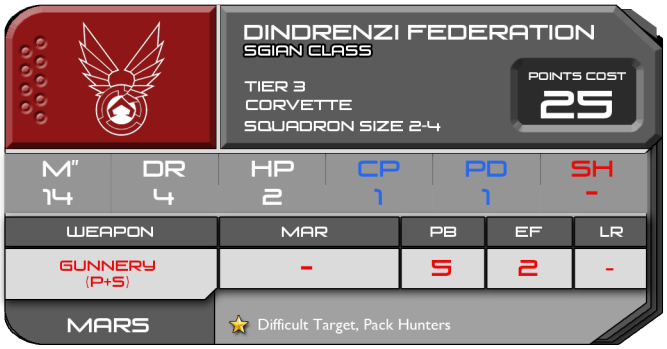

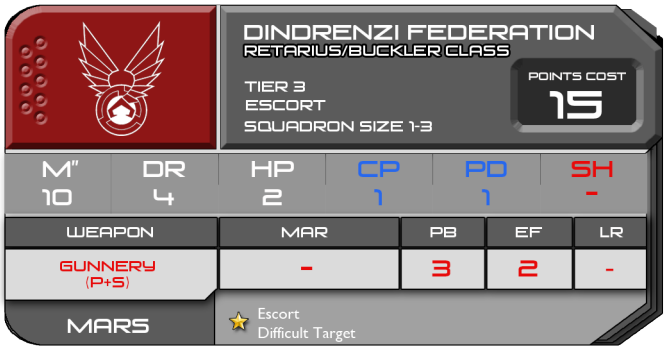

FIRESTORM ARMADA

SPACE COMBAT IN A WAR-TORN GALAXY

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